Amendments to the Claims:

This listing of claims will replace all prior versions and listings of claims in the application.

Listing of Claims

- 9. (Currently amended) A method of sealing a hard shell capsule, wherein the capsule is made of a pharmaceutically acceptable material having coaxial body parts which overlap when telescopically joined, the method comprising the steps of: using a sealing clamp to hold[[ing]] the capsule in a precise and upright position, wherein the sealing clamp has at least two parts; to inject[[ing]] a quantity of sealing fluid in the overlap of the joined body parts; and to release[[ing]] the capsule.
- 10. (Previously presented) The method of claim 9, wherein an excess of sealing fluid is removed from the outside of the capsule.
- 11. (Currently amended) The method of claim 10, wherein the excess of sealing fluid is removed from [[a]] the sealing clamp holding the capsule in the upright position.
- 12. (Currently amended) The method of claim 9, wherein an excess of sealing fluid is removed from [[a]] the sealing clamp holding the capsule in the upright position.
- 13. (Currently amended) An apparatus for sealing a hard shell capsule having coaxial body parts which overlap when telescopically joined, the apparatus comprising: a sealing clamp to hold the capsule in an upright position; and means to inject a sealing fluid in the overlap of the body parts, wherein the capsule is made of a pharmaceutically acceptable material.
- 14. (Previously presented) The apparatus of claim 13, wherein the means to inject the sealing fluid are injection ports in the sealing clamp.

Serial Application No. 10/795898

Case No. PC 25692a

Page 4

15. (Previously presented) The apparatus of claim 13, wherein the sealing clamp comprises liquid recovery grooves.

- 16. (Previously presented) The apparatus of claim 13, wherein the sealing clamp comprises an airing and a suction port.
- 17. (Currently amended) The apparatus of claim [[12]] 13, wherein the sealing clamp has a liquid injection groove.